

## ATTAQUER #5

ATTAQUER #5 is published by Babel publishing company. This is Babel #1. The prior Sphinx Publishing company went bankrupt. Editor and Gamesmaster of Babel is Donald Cowan. Main offices are at 1605 8th, Ave. S.W., Decatur, Ala., 35601. Phone is (205) 355-0960. Do not call after 9 P.M. of the Central Standard Time Zone.

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### CONTENTS

I am discontinuing the table of contents as I compose ATTAQUER entirely as I type the stencil and it will be a lot easier and be more attractive if I can start right under the information section instead of typing this thing last (as I am doing this time). One added effect is that you have to read all of this rag and you are forced to see the features. I hope that you do not mind.

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### ENIMOOT

This is to announce the formation of a new postal Diplomacy magazine which goes by the name of ENIMOOT. It will come from the same place from which you are getting this rag and it will incorporate the same rates, policies, and House Rules as ATTAQUER. In fact, it will nearly be the same except it will cover the variant scene, exclusively. ATTAQUER will still retain all of its old features and will still cover the variant scene in conjunction with the Regular game scene. As you can readily see.

Hopefully, ATTAQUER will be ENIMOOT's parent 'zine. It is not for certain. Who knows? I do aim to enroll ENIMOOT in the Games Bureau Diplomacy Division and I shall incorporate all discounts that apply in ATTAQUER.

I hope to run many different variants. Some to be included are: Blitzkrieg, SCOTICE SCRIPTI, Aberration I and maybe III; if enough show interest, and several of my own variants using the Diplomacy board. If any of you would like to see a variant used, please write me and if I know the rules, I may run it...BUT NOT HYPERECONOMIC DIPLOMACY!!!!!!!

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### MISC.

1. Games Research, Inc. are now selling Diplomacy conference maps at the rate of 100/\$3.00. Their address is: 48 Wareham St., Boston, Mass; 02118. You can also buy the game from them for the small sum of \$7.50.

2. Ed Hille in Brookings is putting out a sub-zine to feature Cryptologic Diplomacy which was kicked around a little in ACELDAMA. It is suggested that you write him if you are interested. It should be one hour of a month.

Greetings again! You are now reading ATTAQUER #5. This is being written about six weeks ahead of time so that I will have plenty of time to work on this issue.

I guess that many of you are wondering why you have not been receiving the features and the services and the quality that I promised in the first two issues. I had always planned to work on the magazine ahead of time so that the issues would not be rushed and the time spent on individual features would make ATTAQUER one of the top magazines in the Amateur Diplomacy Press. I thought that it would be possible, at the first of the year, but I soon afterward developed very strong outside interests besides my being on the Football team and later on the Track team. I quit the first which I hoped would provide more time to use on ATTAQUER but my other interest, Judo, intervened.

When I was first telling of my plans for ATTAQUER and it being on a tri-weekly basis he said "that I would never be able to make the deadlines" and he was right. Therefore, I trust that you have noticed the new deadlines and will approve of them. ATTAQUER's games will continue at either two or three week schedules and printed several seasons at a time in ATTAQUER. This is similar to the system now used in LONELY MOUNTAIN. I should be able to keep these deadlines and I certainly intend to try.

As to the traders, I may resume sending their issues one at a time though I may send them third class mail if they will weigh over one ounce. I hope that this, also, is satisfactory as I may also do it with subscribers and those who are playing in a game whose deadline and game moves are not being sent at that present time. You see, my games are running on different time schedules for a couple of months.

A few people may not have gotten a complete issue or none at all of either #3 or #4. I am sorry and will try to make compensation but the mimeo that I was using was spoiling around thirty copies which I did not know about and consequently, I am switching mimeos. This machine (the one that #4 was done on) has certainly declined in quality since ATTAQUER #2. Oh well...

I am sending a lot of issues to people that I wish to join games and to subscribe. If you are receiving this issue, you are invited to subscribe, trade (if you publish a magazine), or join a game (if there is still one open.); fees are given on the first page.

As to the above about my hopes of resumption on my original plan, all of my old feature plus some others are going to be in this issue. I hope to be able to continue them all and be able to fulfill my original promise to be one of the best Gamesmasters and publishers that there is. With your help, I can be.

This is all for this issue but I wish to wish all of you readers the best of luck in all of your games and other ventures related to Diplomacy. And, the general wish of: "May all of your wars be on Gameboards"

Remember:

THIS IS WAR!



## HELP!

Help is the name of this article and help is the subject.

ATTAQUER, at the moment, is a pretty large venture. With the plans that I am now considering and am very likely to adopt, I will find ATTAQUER very large. Almost too large to handle alone. Writing about a dozen pages each month or so will be fairly difficult especially during the school months. Therefore, I am offering to let some person who have been wanting to run their own Diplomacy games run them through ATTAQUER.

The arrangement would be thus: the person would run their games at the pace each one wants to separate from ATTAQUER. I will print moves at several sets an issue, similar to that already in use. I would insist that the games use my House Rules as there are standards set by the Diplomacy Division of the Games Bureau and it will avoid confusion with people who are in one of my games.

I would like some people to run variants (like the Aberration series) in this manner so that I can join them (for free, of course!).

All readers that are interested are asked to write me for more details and requirements.

Also, I invite articles for ATTAQUER. They may be fiction or articles as long as they pertain to Diplomacy. Articles pertaining to playing countries and conducting Diplomacy are especially welcomed.

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### HOUSERULES

This set of House Rules will be used from this time in ATTAQUER and all games run by other people in ATTAQUER and also in all sub-zines that may branch out from the main magazine, ATTAQUER. This set of House Rules are modeled after the EREHNON and SPALD House Rules with further examples and rules taken from the XANADU and LA GUERRE House Rules. These House Rules also conform to the Required, Permanent Rules of the Diplomacy Division of the N3F Games Bureau as set forth in the policy letter #2.

#### 1. PRECEDENCE OF RULES.

- A. The Rules of Diplomacy as modified by this set of House Rules will be followed in this magazine.
- B. The rules may be modified by the modification of the Permanent Rules of the Diplomacy Division, by the Gamesmaster, by a vote of the players, and by Games Research Inc.
- C. The Gamesmaster shall have final say on any vote.
- D. The Gamesmaster invite any and all inquiries on the roles of Diplomacy. If I am unable to answer the question, I will forward it onto one of the more experienced Gamesmasters in the Division for an interpretation.

#### 2. ABBREVIATIONS.

- A. Countries shall be abbreviated by the first three (3) letters in their name. Countries or provinces with the same 3 letters should be written out in full.

#### 3. INTERPERTATION OF MISTAKEN ORDERS.

- A. Orders which are miswritten but have only one logical interpretation will have that interpretation carried out. It is advisable to proofread all acts of orders.

#### 4. DECEPTION.

- A. Deception of the Gamesmaster shall not be tolerated and the guilty

party will be automatically expelled from all games and will not be allowed to be in another game in the ATTAQUER family. Exceptions will be made but it will be very unlikely.

#### 5. MISSED MOVES.

A. You may keep sealed orders on file to be used by a neutral standby in case that you miss a set of moves. The Orders must contain: Your name, Country, Game, a list of your enemies and allies and of your objectives. The neutral standby player will not be held responsible if the original player does not agree with the moves.

B. In case you are unable to make any moves over a period of time, you may make a set of orders for use, by a neutral standby, in making orders. The requirements are as above unless you have already settled the matter with the Gamesmaster.

C. A player may specify that, in the event that he misses his moves, that he be called, collect, by the Gamesmaster. The player must specify whether the calls should be "station to station," or "person to person," the time of day, and his phone number.

D. In case a player does not make the deadline and he has not taken advantage of the above rules, his units will stand ind if dislodged, they will be annihilated.

#### 6. MOVES.

A. Moves shall have the following information: Date, your name, Country name, Game, and moves. On the outside of the envelope it is suggested that you give the number of the game that you are in.

B. If the above is not met to a degree that I can easily identify the moves, the moves will be returned.

C. Moves for separate games should be on separate pieces of paper printed on one side only.

#### 7. PROPAGANDA.

A. Propaganda must be under one(1) page long and must not be overly obscene.

B. Black propaganda as interpreted to be propaganda written by one player and with the signature of another in order to make a third party believe that the second person had written the piece, will not be accepted. Propaganda should be clearly identified and should, if possible, come in with your moves so that there will be no doubt as to the author of a particular piece of propaganda.

#### 8. DEADLINES.

A. Deadlines will vary between the different games but will be rigidly enforced. Moves will probably be typed up within 24 hours after a deadline so if you happen to get in moves after the deadline, it will have to get here before I type up the moves.

#### 9. REMOVALS.

A. This goes in with section 5 but I forgot it.

B. Removals made by Gamesmasters shall follow the following criteria: furthest from home in term of seasons, non-supply center before supply center, Fleet before Army, North before South, East before West, by the GM's opinion the unit which would least effect the player, flipping a coin.((If this does not determine a removal, I shall resign.))

#### 10. RETREATS.

A. The Just Right Hand Rule shall be used for retreats. A player may send in any amount of conditional retreats that he can account for. If there is a retreat, the following criteria shall be used, in the event that the person or player does not send in a retreat order:

"When a unit is routed and no conditional retreat was specified by the player, or if it is not valid, the Gamesmaster shall retreat the unit in the following manner: The first retreat is to the right front then to the left front, then to the right side and then to the left, etc. This keeps on until the unit runs out of available open spaces to retreat to. If it has not found a place to retreat to by then, it is annihilated.





5. The Gilliland Situation. A player may stand off an enemy unit attempting to enter a province which is occupied by another of the first players' units by ordering an equally well attack upon that province. Note: The unit in the province that is stood off must be ordered to another province and stood off. Ex. Russian A(MOS) TO SEV; A(STP) TO SEV S BY A(LIV). TUR: A(SEV) TO MOS S BY A(UKR).

6. The Reinhardt Gambit. Two singly or equally supported units of the same power stand each other off unless one of the units is additionally supported by another unit of either the same or another power.

6. The Beleaguered Garrison. A unit of one country, being attacked by two or more equally supported enemies, any one of which could dislodge it stands because its attackers have stood each other off. Ex. AUS: A(SER) H. RUS: A(RUM) TO SER S BY A(BUD). TUR: A(BUL) TO SER S BY A(GRE).

7. Brannan's Rule. A convoyed attack is considered as coming from the direction of the last convoying Fleet; however, the attack is not considered to have happened if one of the convoying units are dislodged.

8. Shagrin's Alternate Convoy Rule. An Army being convoyed to a province by means of a convoy may progress by only one specified convoy route. Any attempt to prescribe alternate routes is not legal and will be treated as an order for the Army to be convoyed through all of the convoying units.

9. Rules Not Allowed. The following Rules are not allowed in ATTAQUER:

A. Support, in standing of a unit ordered to move and stood off. A(BUL) TO RUM; A(CON) S A(BUL).

B. A player may not cut the support of one of its own units or in any way damage itself through miswritten moves.

C. The cutting of the cutting of a support.

D. The Chalker Rule.

E. Convoyed Support.

F. Retreat via Convoy.

G. The Spring Raid is not legal. Occupancie of a province in the Spring does not change the ownership of it.

H. Fleets in inland provinces may not convoy. Denmark and Constaniole are included.

Here ends this edition of the ATTAQUER House Rules. As this is the only set that I have ever formulated, it is not perfect and I invite all comments by the readers. If any points are not clear, please consult the EREHWON House Rules or write me.

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#### HERE & NOW

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Greetings you all. Here again, after a "vacation" for one issue is this edition of HERE & NOW. This month we shall have several variants using the regular board plus Aberration I designed by Fred Davis Jr.

It may now be the best time to amend the policy for this section. For a little while, I offered a free game to all of those who sent me variants to be published and they were. I am now abandoning this policy as ATTAQUER is now going strong and I do not need to give games away. It gets expensive after awhile.

Also, the new policy should be explained(of course). To those that are published, I reserve the right to publish and to run that game. But, anyway, I will give free publicity to magazines that are running the particular variant. I hope that people will still submit variants.

Another new thing is that there shall be no variants run in



ATTACQUER, itself, but they will be run in the companion magazine, ENTMOOT. I shall run all kinds of variants but that is partially covered on the front page. More will be explained in the first issue of ENTMOOT.

Now, on to the variants.

There are many types of variants using the original board and simply revising the rules as published by Games Research, Inc. Some others make it a little more difficult to outsmart your opponent. Some of these variants are most interesting and are very well constructed.

One of these is BLITZKRIEG. The game was invented by Buddy Tretick who ran two game of it in LA GUERRE. They were both won by England played by Christine Tretick in the first and by Buddy Tretick in the second. Though it seems that England is favored to win, a strong Austria played by Greg Warden took second and a still stronger Turkey played by yours truly lost the second game by the amount of two supply centers. BLITZKRIEG is a very fun and easily playable variant. The rules are as follows.

Blitzkrieg Diplomacy incorporates the writing of a full year's orders at a time. So, the game proceeds at yearly intervals. The orders must include the Spring, Summer, Fall, Autumn, and Winter orders. The game incorporates a Winter 1900 season for optional builds which gives you the option of building either a fleet or an army in a coastal province.

This variant is being offered in ENTMOOT.

As for the more complete variants, one of the better ones even though it is new is Aberration I. Below is the rules for this variant as well as the map which is going to be, hopefully, electro-stenciled in view of the results that I got in issue #3. The rules are as follows:

Now, to the main variant featured for this issue, Aberration I/II. On the opposite page is the map and below and on page 9 will be the rules. This variant is also being presented in ENTMOOT.

#### Aberration I/II

1. All standard rules of Diplomacy apply with the following exceptions.

2. The great powers will begin the game with the following additional units (or previous units changed in type): AUSTRIA: A(PECS), F(ZARA), (there is no F(TRI)); GERMANY: A(DRESDEN); ITALY: F(SICILY); RUSSIA: A(ARKHANGEL'SK), F(ODESSA); TURKEY: F(DAMASCUS), F(SINOPE).

3. Each Fleet may move through two(2) sea provinces on each move; thus, F(BRE) TO (1) MID TO (2) SOU. A Fleet may begin such a move from a land province but may not end it by entering a land province. A Fleet may not support twice support twice on a move, nor may it move and then support or support and then move. Double moves of Fleets are adjudicated as are similar moves made in Kriegspiel.

4. Convoy by "leap-frog" methods is allowed only if it covers a maximum of two sea provinces. Thus, A(MAR) may be convoyed to ALG by F(GLIO) and F(WMD), but may not be convoyed to POR by these same Fleets plus F(SOU). This one- or two- space convoy will be referred to as the Convoy Bridge, or "Fast Ferry."

5. Convoy may be undertaken by "piggy-back". On a given move, an Army in a coastal province adjacent to a Fleet may be placed aboard the Fleet: "A(BRE) TO F(MID)." The Fleet may make its maximum move (A/F MID TO (1) SOU TO (2) WMD) and may also discharge the Army (A(WMD) TO ALG). If the A/F fails to complete its sea moves, or the Army is not discharged at the end of the move, or the Army's attack fails, the A/F remains intact. An Army may remain aboard a Fleet for three consecutive moves (seasons).

# ABERNATHION I / II.

Designed by Fred C. Davis, Jr.  
Modified & drawn by Rod Walker





At the end of the third move, if the Army is not successfully landed, the Army is annihilated. Thus, an Army which boards a Fleet in Spring 1902 (or November 14) must be landed by the end of Spring 1903 (or February 1915) or it will be removed from the board.

6. If an Army is ordered aboard a Fleet, and the A/F is prevented from moving to the first sea area to which it was ordered (e.g. A(BRE) TO F(MID): A/F (MID) TO SOU), then the Army is considered to have failed to board (e.g. A(BRE) remains in BRE and there is only a Fleet in (MID)). If the first order is successful, then the A/F remains intact. If an A/F is annihilated, both units are removed. An A/F has the same combat factor as a single Fleet; it may attack, support, and be supported.

7. The Minuet. Two Fleets may exchange places, provided that one of them first moves to a third place; thus: F(NAT) TO IRI, F(IRI) TO (1) MID TO (2) North Atlantic.

8. The Zig-Zag. A Fleet may not move into an adjacent sea province and then back to its original province: F(IRI) TO (1) ENG TO (2) IRI.

9. The first move of the game is July 1914, and each subsequent move will be by month. The build seasons will be September, December, and March, and June. The game automatically ends in November 1918, save that December 1918 builds will be allowed if there are any to be made. The player with the largest number of units at that time is the winner. If any player has 23 or more units out of 45 prior to that date, he is the winner.

10. During January through April, inclusive, Fleets in Iceland, Artic Sea, Barents Sea, Lapland, or Arkhanfel'sk may not move or support, nor may there be any attacks upon them or any support given to them by other Fleets, nor may Fleets attack by giving support.

#### Aberration II

1. All of the regular rules of Diplomacy are followed except as follows:

2. Opening positions as described in #2, above.
3. The victory criterion is 23 units or more.

The above variant will be offered in my new 'zine, ENTMOOT. Join, it is commanded!

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#### HERE & NOW

Greetings, you all...it is me again harping on the subject of Diplomacy magazines that are not published by yours truly. Good luck in bearing through the following.

This month, I am instituting a new part of HERE & NOW, a summary of events in postal Diplomacy and more exclusively, magazines.

New magazines are in abundance: Olympia, published by Rich Rubin; LAURANIA and VIMY VICTORS, published by John McCallum, the former is a magazine of comment and the latter is running the remaining game of Jutland Jollies; all of the above look very promising. BIG BROTHER is rumored to be folding with issue #100 and the games to be run by either John Koning or John McCallum or both. XANADU and DUNVEGAN has not been seen since March and it seems that there is a total lack of communication from Norman McLeod. There is a hope for them to resume yet it may not. There are already some people who are thinking about picking up the games if no communication still is the case. That is about all for this issue, I would appreciate some comment on this new feature.

VINT VICTORS: John McCallum, Raiston Alberta, Canada. ~~RECOMMENDED~~ Subs are 100 pages for \$1.00 or 10¢ an issue. No openings but will contain the Calhamer rating list. Recommended. #1-3 on hand.

LAURANIA: John McCallum, SEE ABOVE. No games. Subs are 100 pages for \$1.00 or 10¢ for issues under 10 pages and \$.20 for those over 10 pages. Highly Recommended. #1 and #2.

GRAUSTARK: John Boardman, 592 16th. St., Brooklyn, New York, 11218. No openings except for the winners of a series of contests. Subs are 10/\$1.00. Recommended. #173- #186.

LOMOKOME: Rod Walker, 1575-A White Dr., Rantoul, Ill., 61866. No openings, but does feature gobs of variant related material. Publisher is moving in August to California and publication is suspended until sometime in October or November. Subs are 10/\$2.00. # 2- #8.

Lonely Mountain: Charles Wells, 3021 Washington Blvd., Cleveland, Ohio, 44118. Subs are 10¢ an issue payable to Terry Kuch, 4242 East-West Highway, Chevy Chase, Md., 20015. Terry, Sid Cochran(805 Citizens First National Bank Bldg., Tyler Texas, 75701), and David Lindsay( 2245 Fairmont Parkway, Erie, Pa., 16510) all offer game openings. Fees are \$3.00 and should be payable to the individual Gamesmaster. Recommended.

SPALD Jr.: Rob Perkins, 2755 Carlaris Rd., San Marino, Ca., 91108. Subs are 10/\$1.00. There may be game openings. Write. Recommended.

VERBAL CHAOS LTD.: Norman Zinkham, General Delivery, Fort Churchill, Manitoba, Canada. Base fees are \$3.00 for the first game and \$2.00 for those afterward. N3F Games Bureau Regular members are \$2.50/\$1.50. Openings in 1 Regular games where you sign for a country. All countries are open with the exception of Turkey and England. (Also, Russia as soon as I get some money in.)

AERLION: Ed Hille, P.O. Box 903, Gainesville, Fla., 32601. Has an opening for Cryptomacy. Write for info. Recommended.

BROBDINGNAG: Ed Hille, see the above. Subs are 10/\$1.50. Much discussion but no openings until sometime this Fall. Highly Recommended.

DIPLOPHOBIA: Don Miller, 12315 Judson Rd., Wheaton, Md., 20906. Openings in 2 regular games. Fees are: \$5.00 for non-Games Bureau Regular members, \$4.00 if a Regular member. Recommended.

HYDRPHOBIA: Don Miller, See above. Openings in Scotice Scripti, Mordor vs. the World(REV.). Fees the same as Diplophobia. Recommended.

DIPLOMANIA: Don Miller, See above. Subs are 4/\$1.00 or 35¢ each. Diplomacy genzine, no games. Highly recommended.

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#### ANNOUNCEMENTS

1. All people receiving this who are not supposed to are invited to remedy the situation.
2. Address code is: (G) game, (S) Subscriber, (T) Trade, (C) Complimentary Copy, (B) You are invited to join a game or subscribe, (A) Standby player. Oh yes, the number is the last issue of your sub.
3. There is a wargaming group that meets about every Wednesday night here in Decatur. If you happen to be in town, call me in case there is one, I shall direct you to it.
4. Congratulations is extended to Hank Reinhart for being the first Alabamian to win a postal Diplomacy game. He accomplished the feat in LONELY MOUNTAIN winning in 1922: from Italy, even!
5. THE SWISS VARIANT, published by Tommy Ogle is supposed to come out as soon as he can find a mimeo machine to use. That is also the case here but if you are reading this, I have found a mimeo.
6. I forgot to mention on the front that ATTAQUER belongs to the N3F Games Bureau Diplomacy Division. It is recommended that you belong to the worthwhile organization as Regular members. Dues are \$1.50 to cover all of 1970. Bureau chairman is Don Miller, 12315 Judson Rd., Wheaton, Md., 20906.



7. STAB and VALHALLA are not dead but only in suspension. Publication is supposed to resume in July.

8. Contrary to what SEALD JR. has printed, ATTAQUER is not dead but was simply sleeping for about two months. I have recently licked the trouble holding me up by finding an effective means for filing my periodicals so that they will not be cluttering up my desk.

9. Anybody who knows anything about XANADU and DUNVEGAN are asked to write to me.

10. Enclosed with this issue will probably be the first issue of my new variant 'zine, ENTMOOT. All readers are asked to join a game. Variants will be featured. Those included are: Aberration I, Scotice Scripti, Blitzkrieg, maybe a new Middle Earth variant, and some others. There will probably be only one game of each run so it is advised to join as soon as possible. Fees will run a little higher on some to accomodate Electro-stenciling of the variant maps.

11. Has anyone thought about different Diplomacy fandoms existing? The three people who indepently founded postal Diplomacy that are known to us are: Conrad von Metzke, John Boardman(the first), and Eric Just. Yet, it is very much possible that there may be another system of postal Diplomacy that is going around. It is possible that it is even larger then we are but that is very unlikely because in a group that would be larger than us, there would be those who would be interested in Wargames and in turn find out about the Gamesletter, the Games Bureau, or the IFW and be lead into our group. But still, it is possible that there are other Diplomacy systems going. Anybody for finding them?

12. On the first page, you may notice that I have changed Sphinx publishing Co. to Babel Publications and have labeled this issue Babel #1. Please disregard this since next issue it is going to be changed to Doc publications.

13. It is requested that some people send in some ideas for variants. They will most likely be published and if a game is played in ENTMOOT(or another planned variant 'zine), you will receive a free game in it. How is that.

14. Standbys. I need standby players. The requirements is to be either playing in a game, subscribe, or trade. I need it for both ENTMOOT and ATTAQUER. I shall attempt to keep around 4 or 5 stanbys at one time. The stanbys are:

#1: George Schelz, Mike Dobson.

#2: George Schelz, Mike Dobson, Tommy Ogle.

#3: George Schelz, Mike Dobson.

15. Late moves will sometimes be effective after the moves are already mailed. If a set of moves reach me after I have already mailed the moves and they do not change the course of the game to any large degree, I will use them if they get here the day after I make out the moves. An example is the Russian moves in game #2.

16. Propaganda is encouraged to a great extent. Not too much but not too little.

17. This is all announcements at this time.

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ATTAQUER #1/Fall 1901

FRENCH HIGH COMMAND ASLEEP! THE KAISER AND THE CZAR AT ODDS! TURKEY GIVES SURPRISE TO SEVASTOPOL! AUSTRIANS FEAST WHILE ITALIANS TOUR VIENNA!

Fall 1901:

England(Casey): Fleet English Channel to Belgium; Fleet North Sea to Norway; Army Liverpool to Yorkshire.

France(Gordon): Army Burgundy U; Army Marseilles U; Fleet MidAtlantic U.

Germany(McLeod): Army Prussia to Warsaw; Army Silesia (S) Army Prussia to Warsaw; Fleet Denmark to Sweden.

Austria(Ogle): Army Bohemia U; Army Serbia U; Fleet Fleet Albania U.  
 Italy(Reiter): Army Tyrolia to Vienna; Army Venice to Trieste; Fleet  
 Ionian Sea to Tunis.  
 Russia(Tretick): Fleet Rumania to Sevastopol; Army Livonia (S) Army Ukr-  
 aina to Warsaw; Army Ukraina to Warsaw; Fleet Bothnia to Sweden.  
 Turkey(White): Fleet Ankare H; Army Bulgaria H; Army Ankara H.  
 Supply Center Chart:  
 England: LON; LIV; EDI; NOR; BEL. Build 2  
 France: MAR; BRE; BAR. Even  
 Germany: KIE; MUN; BER; DEN. Build 1  
 Austria: UD; SER; TXI; VIE. Remove 1 (Fleet Albania (R) by GM).  
 \*Italy: VEN; ROM; NAP; TRI; TUN; VIE. Build 3.  
 Russia: STP; MOS; SEV; WAR. Even

ATTAQUER  
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